CASTLE MASTER - THE COMPLETE SOLUTION

OK, here we go – the complete solution to Incentive's gothic *Freescape* frolic. Are you sitting comfortably...?

Enter the castle by going round to the front and throwing a rock at the panel to the left of the DRAWBRIDGE. This causes it to fall – remember to stand back so you don't end up flat! Go into the COURTYARD and proceed to the LOBBY, kill the spirit, collect the treasure and KEY (1). Using the KEY (1) – stand next to the door and action it – open the door to the STAIRWELL and go upstairs to the CARPENTERS. Go through the CARPENTERS to the STORE. Collect the treasure and action the POTION on the table. This can be 'actioned' a number of times, allowing you to reach 'Herculean' strength level – check this out on the status table – but it will eventually run out.

Once at full power, exit the castle and go to the rock which sits by the side of the moat, near the start. Once there, push the rock by walking into it, to reveal an entrance to CAVERN 5. Drop down, kill the spirit and collect the KEY (2). Then work your way round to the STAIRWELL and top up on strength if necessary at the STORE. Then go to the WELL, get the KEY (3) and drop down into CAVERN 2. As before, kill the spirit, collect the treasure and the KEY (4) before going back to the STAIRWELL. It's worth checking your strength again here and saving the game. It may take a few seconds but saves so much mental anguish it's well worth the effort.

Now go outside of the castle and round the back to the WIZARD'S HUT. After entering get the Key (5) and food, then action the carpet to reveal a hole that drops down into CAVERN 1. Once down, collect the KEY (6). Kill the ghost and then work your way back to that STAIRWELL again. Check the old strength and then go into the CATHEDRAL via the courtyard. Enter the building and go to the box like pulpit on the left. Further inspection will reveal a hole that leads down to CAVERN 3. Drop down and once more kill the spirit, collect the KEY (7) and yet again it's time to wander round to the STAIRWELL.

After another check on strength (this is the last time, so bear with it) go over to the HOT BATHS kill the spirit and empty the pool by actioning the switch on the pedestal. Then go down the steps and drop into CAVERN 4. Do the usual spirit killing bit, treasure gathering, KEY (8) collecting, but remembering to action the potion to get 'that thar' strength up once more. Then after making it back to the STAIRWELL go out into the COURTYARD and onto the DRAWBRIDGE. Stand at the far end away from the castle facing into the building. Throw a rock at the trigger mechanism and hang on. After a few confused views of the castle – from the air – you will land on the roof of the CATHEDRAL. After landing, collect the KEY (9), then get off the roof. This takes a lot of energy, so be prepared.

Go across to the STABLE and enter using a key. Look under the horse and you will see a KEY (10), the final piece of the puzzle. Now you've got the tools to hunt down Magister and save your brother/sister. On exiting the stable it's useful to start killing ghosts with a vengeance to get the spirit level tipping in your favour. So walk towards the centre of the COURTYARD look up at the FLAG POLE and shoot the FLAG to force a sneaky spirit out. Kill it, and if you check the information table you should have 10 KEYS and have killed nine out of twenty spirits.

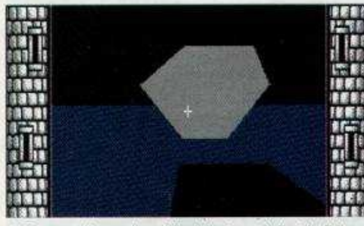
Now you have all the equipment you need to finish *Castle Master*. All you need to do now is visit the right rooms in the right order. So it's worth saving the game, making a steaming hot cuppa and taking a five-minute break before the final lap.

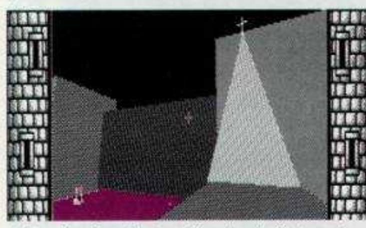
Go back to the STAIRWELL and go through the ground level door into the HOSPITAL, kill the spirit and return. Once back at the STAIRWELL go through the LOBBY into the KITCHEN. When you enter, kill the spirit and get the food. If you're looking a bit shaky strengthwise, then go into the LARDER. This is done by simply walking through the KITCHEN fireplace. You'll find food and treasure inside. After exiting the LARDER go into the KITCHEN and along the PASSAGEWAY to the GREAT HALL. Kill the spirit and spot the food, then return once more to the STAIRWELL. Go upstairs to the CARPENTERS, through into the STORE and make your way along the PASSAGEWAY. At the end, the PASSAGEWAY leads onto the UPPER WALKWAY of the GREAT HALL. Go along the UPPER WALKWAY crawl under/around – depending on character choice – the BLOCK and into the BALLROOM. Kill the spirit and then open the door to the GUARD ROOM. Once you enter the GUARD ROOM kill the spirit and action the POTION. Then open the door to the SPIRIT'S ABODE. It's a good time to save the game before you enter as there are three spirits on the other side and they can really sap the strength if you don't kill them quickly.

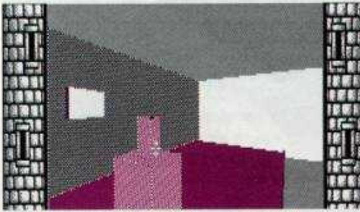
Return to the BALLROOM and turn so you can see the doorway on the top ledge. Throw a rock into the doorway and wait to see the results. This is what is known in the trade as ROCK TRAVEL, because you'll find yourself transported to the PASSAGEWAY which leads to the BARRACKS on the top ledge. Do a U-turn to go back out onto the HIGH WALKWAY and go along the ledge, round the corner until a doorway appears. This is a CORRIDOR that leads to the KING'S SOLAR and JUNK ROOM. Go into the KING'S SOLAR and kill the spirit, then into the JUNK ROOM and kill the spook there too! Then look behind the bookcase like block. You'll find a gap that leads to a PASSAGEWAY that takes you into MAGISTER where there's the penultimate spirit to kill.

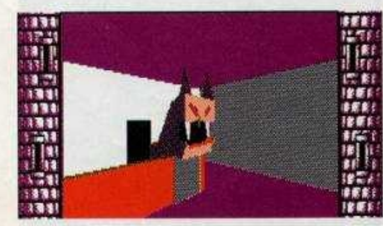
Make your way back the same you way you came going along the upper ledge of the BALLROOM and into the BARRACKS where the last spirit is waiting to be killed. Following its demise, go down the next passage into our old friend the STAIRWELL. Check strength and use any available means to get as near full as possible then save the current position. This is the last leg, so it would be a shame to be beaten now. Your SPIRIT LEVEL should be off the scale in your favour now, as all the ghosties are dead. If the bubble's not hard up against the left hand side you've missed one!

Go along the walkway (watch out for the STAIRWAY thinning, it can cause you to fall) and through the uppermost door leading to the DRAGON'S LAIR. This is not a nice place to hang around, so burst in and start firing. Keep throwing rocks, trying to hit it between the eyes and it will eventually die. Once this is done you can get into MAGISTER using the left hand door. Go over and action the switch on the wall facing you, then 'U' turn and action the switch on the wall by the door. The wall dividing the room will now disappear letting you reach the door marked CAPTIVE. Unlock it and enter to rescue the captive and earn the title CASTLE MASTER. Easy, really, wasn't it!


● To move the rock and find the tunnel, first build up your strength to max and then walk into it.


● The view from the top of the church. It's fun getting there, but watch out – the first step's a big one.


● The strength potion, vital if you're to finish the game.


● Yikes – a dragon! Shoot it between the eyes massess of times and it *SHOULD* die...!

● Those sneaky little Freescapers thought they could catch you out with the old thin walkway trick, eh?

● Stop horsing around and find that key!



● Home and dry. You saved the captive and won the game!

POTIONS

These little bottles are magic, literally!

Strength = found in the Store.
Rock Travel = the Guardroom.
Re-vitalisation = Cavern 4

STONE TRAVEL

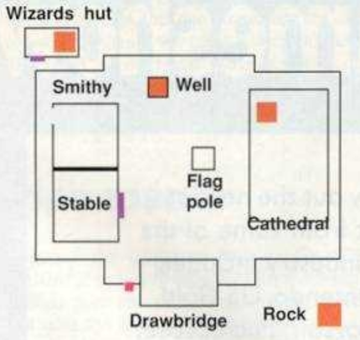
When you find the Stone Travel potion, you're in for some fun. It allows the user to travel around the castle at high speed. All you need to do after actioning the potion is aim the 'catapult' cursor at any open doorway and press Fire. Then, as if by magic, you will appear in the room beyond the door you fired at. The only problem is that this wondrous invention only works for a short period, so make the most of it.

KEYS

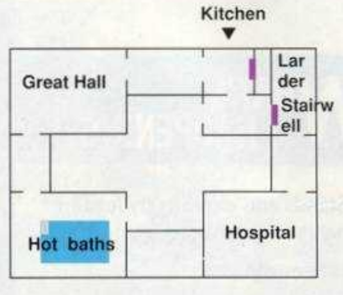
These are of vital importance to any would-be Castle Master, because you need all ten keys to free the captive – i.e. your brother or sister – and finish the game. You can find them in the following places:

1 Wizard's hut = found in the well.
2 Stairwell = on the table in the lobby.
3 Stable = on top of the chair back in the Wizard's hut.
4 High Ledge = underneath the horse in the stable.
5 Junk Room = on the roof of the church (to retrieve it, on the very edge of the drawbridge, outside the castle, and fire a rock off at the trigger block. You will be catapulted onto the roof).
6 King's Solar = Cavern 1, in one corner.
7 Guardroom = Cavern 2.
8 Dragon's Lair = Cavern 3.
9 Spirit's Abode = Cavern 4, stand on centre block, go as far right as possible and look up.
10 Dragon's Hoard treasure chest = Cavern 5.

COURTYARD LAYOUT



GROUND FLOOR LEVEL



THINGS THAT GO *SCREEEEEEECHHH!* IN THE NIGHT...

The roving rescuer in *Castle Master* is forever finding spooks and monsters who seek to drain his strength. Sometimes they are awkward to spot, so to help avoid any unpleasant surprises, here's a quick guide to who's haunting where and what they look like.

● Bats (or they could be ravens) are small black triangles, and they are always found above floor level.

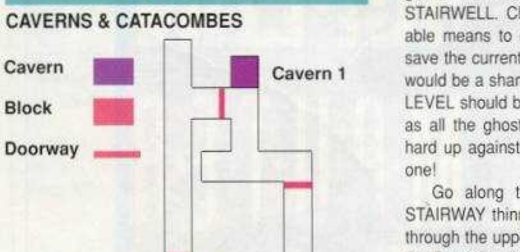
● Ghosts are the large slabs with eyes, and they hover two feet above the floor.

● Mice are the tricky ones. Very small and hard to spot, they're always on the floor. They appear as small cubes/pyramids with a tail.

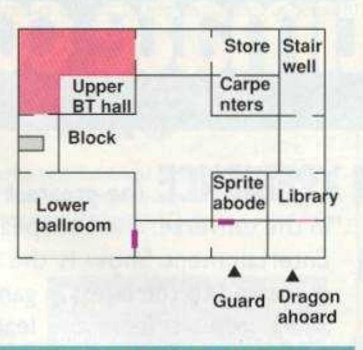
AA HEALTH WARNING: SPIRITS CAN SERIOUSLY DAMAGE HEALTH. KILL THEM QUICKLY!
They can be found at the following locations:

Flagpole = bat
Lobby = ghost
Hospital = bat
Kitchen = mouse
Hot Baths = bat
Great Hall = ghost
Caverns 1 - 5 = a ghost in each
Ballroom = ghost
Carpenters = mouse
Spirits Abode = mouse, bat and ghost
Barracks = bat
King's Solar = mouse
Magister = ghost

LEVEL & ROOM GUIDES



FIRST FLOOR LEVEL



SECOND FLOOR LEVEL

